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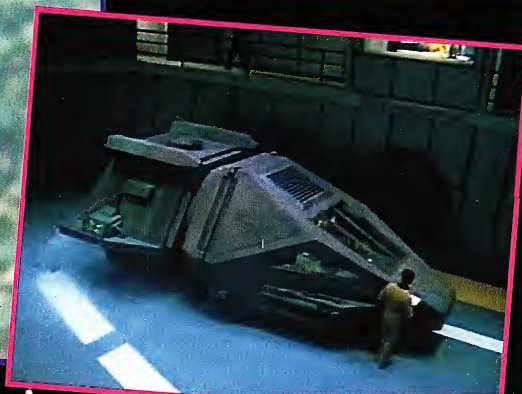


From Curzon to Jadzia Dax
Two lifetimes of Klingon friendship

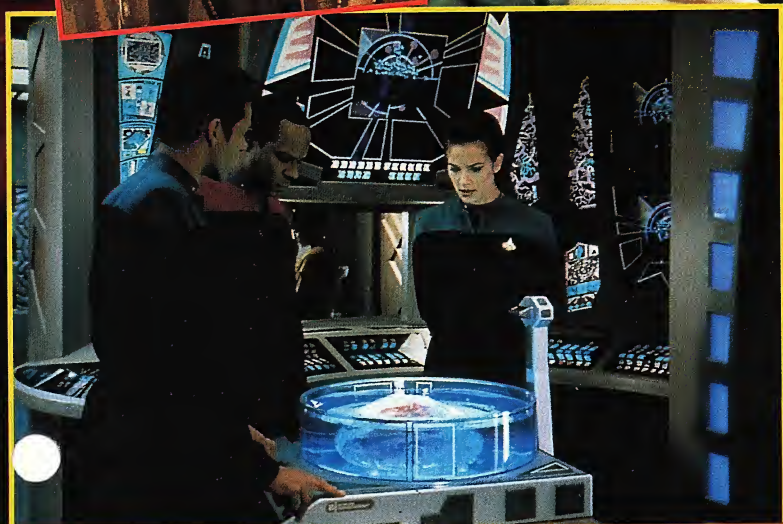
Meet Grand Nagus Zek
The most powerful Ferengi of all

Inside Klingon Politics
Running the Empire

Q and Captain Picard
Picard proves humanity's worth



Final mission for the NENEBEK
Crashlanding on a hostile desert moon



DEEP SPACE NINE: Infirmary
Dr. Bashir performs medical miracles

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THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 16



THE
KLINGON
EMPIRE

KLINGON POLITICS

The Klingon Empire has a history of internecine conflict and power struggles. Maintaining political power is a difficult task that is carried out by the Klingon High Council, under the leadership of the Klingon Chancellor.

Klingons have a warrior society in which political position is earned by force of arms and individual combat, rather than by the elective democratic systems favored by most Federation worlds. The Klingon system of government closely resembles the feudal system operated by Earth's northern European tribes in the medieval period.


Although the Klingons have an Empire, it has not been governed by an Emperor since the 21st century. In 2369, the clone of **Kahless** is given a predominantly honorary position as Emperor; he is

free to state his opinion, but those in real power are under no obligation to listen to him.

In the 23rd and 24th centuries, the Klingon Empire is governed by the **Klingon High Council**, which is led by the **Chancellor**. The Council normally meets in the Great Hall of the First City on the Klingon homeworld.

Seat of power

The Chancellor is advised by the Council members, but is effectively an absolute ruler. He is the Klingon Commander-in-Chief and the highest judge in the Empire, with the power to grant special dispensations.


 **The Klingon Empire is led by the High Council, which meets in the Great Hall in the First City of the Klingon homeworld, Qo'noS.**



At all levels of society, Klingons advance by challenging their superiors; politics are no exception, and the position of Chancellor is an extremely

dangerous one. Chancellors are rarely long lived; the longest-serving Chancellor in Klingon history was **K'mpec**, who was famous for ruling with an iron fist but was eventually murdered in 2367.

The Chancellor is appointed by the **Arbiter of Succession**. The holder of this post is appointed by the previous Chancellor; the Arbiter's job is to decide which candidates are worthy of competing for the leadership and to install the victor of the ensuing challenge as the new Chancellor. Any Klingon warrior can put himself forward for the Chancellorship, but to stand a realistic chance of

 **The Council has two dozen members and is led by a Chancellor. Members can challenge the Chancellor for leadership of the Council.**

winning the position he must have the support of a significant military faction.

Some influential Klingons manage to maintain a power base outside the Council. During the early 2360s, **Gowron** is not part of the political mainstream, but when K'mpec dies he understands that the Council is the only means of maintaining political power. He successfully challenges **Duras**, a Council member, for the Chancellorship.

Securing power

Once installed, Klingon Chancellors tend to do everything they can to reinforce their position. This can mean influencing accounts of the past to emphasize the importance of their role and to diminish reports of the influence of third parties. For example, following his victory in the civil war of 2367-2368, Gowron rewrites history to remove references to the assistance given to him by the Federation.

The Council itself has about two dozen members who are normally the most influential Klingon warriors. Like the Chancellor, Council


KLINGON CHANCELLORS

A dangerous position


The position of Chancellor may be the most powerful in the Klingon Empire, but it is also one of the most dangerous. Chancellors are always open to challenges from Council members who disagree with their decisions, and even if they are confident of either avoiding or winning personal combat, they have to be wary of assassination attempts.


It seems that few Chancellors die of natural causes; for example, Gorkon is shot by a group of Klingon and Federation citizens who are opposed to his peace overtures, and K'mpec is poisoned by Duras.



 **Chancellor Gowron has led the High Council since 2368, when he won a decisive victory over the House of Duras.**



 **In 2293, Azetbur succeeds her father, Gorkon, as Chancellor. By the 2360s, women are not permitted to sit on the Council.**

 **K'mpec is the longest serving Chancellor in Klingon history. He is known for being a strong ruler, but relies on political maneuvering.**



members earn their place by virtue of military strength; **Kurn** gained his position on the High Council because he was able to pledge three squadrons to Gowron's side during the Klingon civil war.

It is not uncommon for members of the Council to challenge the Chancellor for leadership. This results in a duel, which is normally fought to the death, so the older a Chancellor is, the more important it becomes for him to keep the Council members happy. Thus it is in the Chancellor's interests to offer membership of the Council and other valued positions to influential warriors. Chief of Staff is a vital position which is normally held by a powerful man. In the early 2370s, the role is filled by **General Martok**; in the late 23rd century it is held by **General Chang**, under Chancellors **Gorkon** and **Azetbur**.

Chancellors often have to give high positions to political opponents to stop them mounting an open challenge. It is also important for the Chancellor to foster support among less important warriors; the Chancellor can reward those who have served the Empire by conferring titles upon them. Membership of the **Order of the Bat'leth** is particularly prized, and reflects well on the honored warrior.

Women are currently barred from sitting on the High Council, though this was not always the case. In the 2290s, the Council was actually led by Azetbur, the daughter of Chancellor Gorkon.

Assassinations have played a historic role in Klingon politics. Ambitious politicians often use murder to avoid an open challenge, which could provoke civil war.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 16



THE
KLINGON
EMPIRE



THE
KLINGON
EMPIRE

KLINGON POLITICS



The Klingon Chancellor relies on the support of powerful men. Gowron has made General Martok his Chief of Staff and trusts him with many important tasks; in return, Martok supports Gowron's regime.



A clone of the legendary Emperor Kahless now holds a symbolic position as Klingon Emperor, but he has no real power.

All political positions within the Empire are earned almost exclusively by strength in arms. Thus **Kor** is made the Ambassador to **Vulcan** not just because of his diplomatic skills, but mostly because he has won many famous victories.

Noble houses

Almost all Klingon warriors belong to a house to which they owe absolute allegiance. The houses provide the average Klingon with his or her most immediate link to the politics of the Empire, and the Chancellor cannot govern effectively without the support of the most powerful houses, such as the **House of Martok**.



Other smaller houses such as the **House of Noggra** are far less influential, but are an important source of honor.

Each house is led by an individual and carries his, or in some cases her, name; almost all houses are led by a man, but there are some

notable exceptions, such as the **House of Grilka**. Whoever leads a house controls its lands and property. The Master of the House's wife is often an influential figure who decides who may join the house, and the Master's family automatically belong. Members of other families may also join, and often hold honored positions, as does anyone who marries a member of the house.

Membership of a house brings certain duties with it. If one member of the house is killed or harmed by a rival, the entire house will stand by him or her. This often leads to blood feuds between the houses; if dishonor is brought to an individual it reflects on his or her house.

GALAXY FACTS

Even if a Klingon house has fallen from favor, membership can still be valuable. Former members of the house will often act out of loyalty to their old master's family.

During times of peace, the Klingon Empire tends to become restless. This can force the Chancellor to declare war in order to maintain his power at home.

The Romulans have often attempted to interfere in Klingon politics.

In 2293, General Chang is the Klingon Chief of Staff. Although he disagrees with Gorkon's policy of seeking peace with the Federation, he opposes it only covertly.



Gowron maintains his support within the Klingon Empire by rewarding the most impressive warriors with special honors.

The Chancellor has the power to dissolve a house and to strip its members of their lands and titles, but in practice this is often difficult. Many of the houses have powerful allies, and a move against them could provoke unrest and even civil war. In the 2360s, Chancellor K'mpec is unable to move against the **House of Duras**, even though he knows Duras is without honor and suspects he may have links to the **Romulans**.

If a house has relatively few members, or in exceptional situations, the Chancellor may feel bold enough to attack it. In 2372, Gowron is confident enough to attack the **House of Mogh** without fearing any reprisals.



The Duras sisters' attempt to seize power is backed by the Romulans. They plan to install their nephew, Toral, as the new Chancellor and break the alliance with the Federation.



THE
Q CONTINUUM

The Guide to the STAR TREK Galaxy

FILE 17 CARD 2

Q AND CAPTAIN PICARD



THE
Q CONTINUUM

From their first encounter, Q and Captain Picard have been stubborn adversaries and unusual allies. In the process, each has learned a great deal about the other.

The Q Continuum is home to near-omnipotent beings with incredible powers. They seem almost godlike to lesser mortals, but many of the individuals within the Continuum have an arrogance to match their abilities. For many years, the Q Continuum consider the human race to be an underdeveloped, barbaric people, due mainly to the horrific history of wars Earth once endured, but in recent times this impression has changed dramatically. One human more than any other is responsible for the instigation of this change: **Captain Jean-Luc Picard.**

Strange friends

Over a period of time, Picard has built up a complex relationship with one particular member of the Q Continuum. The lessons Q has learned from Picard have changed not only his perception of the human race, but have had a far-reaching impact on the very nature of the Continuum. In exchange, Q has given unprecedented help to Picard, his crew, and the **United Federation of Planets.** Although he is still prone to making flippant insults about the human race, his respect is clearly much deeper than first impressions suggest.

Q first encounters Captain Picard in 2364, when he puts the crew of the **U.S.S. Enterprise NCC-1701-D** on trial for humanity's "grave

savageries". While Picard does not deny that the human race has been barbaric in previous times, he manages to convince Q that this period of human existence is long gone, and that the race is now far more civilized. Q's perception of humanity is changed forever, ushering in a new period of fascination with these beings that Q comes to consider may one day evolve into a form of life even greater than himself.

Q's interest with Picard and his crew continues, and after further run-ins he

Q is impressed with the way in which Picard deals with the situation at Farpoint Station. The event marks the beginning of Q's fascination with humanity in general and with Jean-Luc Picard in particular.

returns to the *Enterprise* in 2365. Q wants to become a member of the crew, claiming that he thirsts for new adventures to stave off the boredom of omnipotence; in truth, he

probably hopes to increase his knowledge of his favorite mortals. Stunned at Picard's refusal, Q decides to show the captain that while humanity may well be more advanced than he

at first thought, they still have a long way to go. Q knocks the *Enterprise* 7,000 light years across the Galaxy, into the path of the **Borg.** Picard has no choice but to request Q's help to



Q HELPS OUT



Q the god
With Picard lying close to death on the operating table, Q appears to him and makes an extraordinary offer. He will give Picard the chance to go back in time and correct some of the 'mistakes' he made as a young man; he may even help him to avoid death.



Get the message
Even though he has partly created the problem, Q tries to help Picard understand the paradoxical nature of an eruption of antitime that has origins in three time periods.



Early days
Q accompanies Picard back to his youth, and is pleased to see that, as a young man, the captain was more like Q than Picard would care to admit.

GALAXY FACTS

- ▶ During Captain Picard's time on the U.S.S. *Enterprise* NCC-1701-D, Q visits him eight times.
- ▶ Q's involvement with Picard, and humanity in general, causes trouble within the Q Continuum and is partially responsible for Quinn's rebellion.
- ▶ Kathryn Janeway, rather than Picard, is the first Starfleet captain to visit the Q Continuum.

escape, but Q is impressed with the captain's admission that he needs assistance. Though Picard is unhappy about the way in which Q opened his eyes to the dangers that await the Federation, he appreciates the advance warning. And Q's actions may not be as selfish as they seem; being aware of the Borg at such an early date gives the Federation valuable time to prepare for their arrival. If **Starfleet** had been completely unprepared, losses may have been considerably greater. Q has given humanity a valuable advantage; clearly, he wants to see the race continue to develop.

Q gets an eye-opening glimpse of what it is like to be human when he seeks refuge on the *Enterprise* after being stripped of his powers by the rest of the Continuum, who are unhappy with the way he has been acting. It is



▶ Human guidance

When Q's powers are removed by the Continuum, he turns to Picard as his only friend. Q even asks Picard for advice, revealing that he has far more respect for the captain than he lets on.

THE
Q CONTINUUM

The Guide to the STAR TREK Galaxy

FILE 17 CARD 2

Q AND CAPTAIN PICARD

THE
Q CONTINUUM



▶ Beginnings

In an effort to show Picard what is happening in 2370, Q takes him back to the dawn of human life on Earth, but in this changed reality, life does not begin. Q eventually helps Picard to understand the temporal paradox and save mankind.



▶ Strange bedfellows
Q finds Picard's formal manner irresistible, and takes the opportunity to poke fun at him. He likes to appear in unusual and inappropriate places, including in bed.

particularly interesting to note that when he arrives on the ship, Q claims that Captain Picard is the only friend he has in the universe, a claim which seems to be upheld by the number of enemies who see his vulnerability as an ideal excuse to attack. That Q has considered only Picard worthy of being granted his friendship is remarkable, and suggests that the omnipotent being appreciates many of the captain's human qualities. As a human, Q learns to behave, at least occasionally, with more selflessness and humility. It seems that Picard's influence has taught Q to appreciate humanity's strengths, a fact that will have important repercussions in the Continuum in the future.

Verdict considered

In 2370, Q reveals that the trial of humanity did not end with Picard's release from the courtroom in 2364, but has been

ongoing since then. This time, Q helps Picard to deal with the latest part of the test, by shifting him through time until the captain understands the nature of an antitime anomaly that threatens the very existence of humanity. It seems that Q's complex relationship with Picard will continue, and that in the future Q will be both the captain's friend and his enemy.



▶ True love

Q takes it upon himself to prove the importance of love to Picard. He creates a reality in which Vash and the U.S.S. *Enterprise* crew act out roles in the story of Robin Hood. Q's point is that Picard will take foolish risks because he cares for Vash.



▶ Q and Vash

Q and Picard share their taste in women. After the Robin Hood incident, Q takes Vash, whom he finds very attractive, to explore the Galaxy. The two men are more similar than either would care to admit.

▶ The Borg

Q has often assisted Picard. One of his most 'helpful' acts is introducing the *Enterprise* crew to the Borg, before they arrive in Federation space. Q's action provides an invaluable warning.



Computer Cores and Isolinear Chips

The individual, yet interlinked, computer cores of a starship are ultimately responsible for the running of every automated operation on board. The isolinear chip works in conjunction with them to carry and store information in a mobile form.

The computer network of a starship relies on the mechanism of redundant computer cores to ensure operation of all the ship's systems. Science stations, medical analysis, **universal**

translators, subspace communications, navigational systems, weapons arrays and shielding are just some of the areas that depend on the computer cores. A starship, such as a **Galaxy**-class ship, is normally

equipped with three main processing cores, any one of which can, in an emergency, handle the operational computing load of the entire vessel.

Core location

The specifications of a **Galaxy**-class ship show two cores located between Deck 5 and Deck 14 of the saucer section; these usually work in sync with one another and, should one fail, the other can immediately take on its load with

▶ The upper computer core level provides direct access to the ship's systems. Virtually every system on board a starship links directly into one of the three computer cores.

little or no disruption to ship's operations. The third computer core crosses Decks 30 to 37 of the **Engineering Hull**; it is a backup core used if a problem arises with both of the cores in the **Saucer**

Section or to power the engineering hull when the ship is separated.

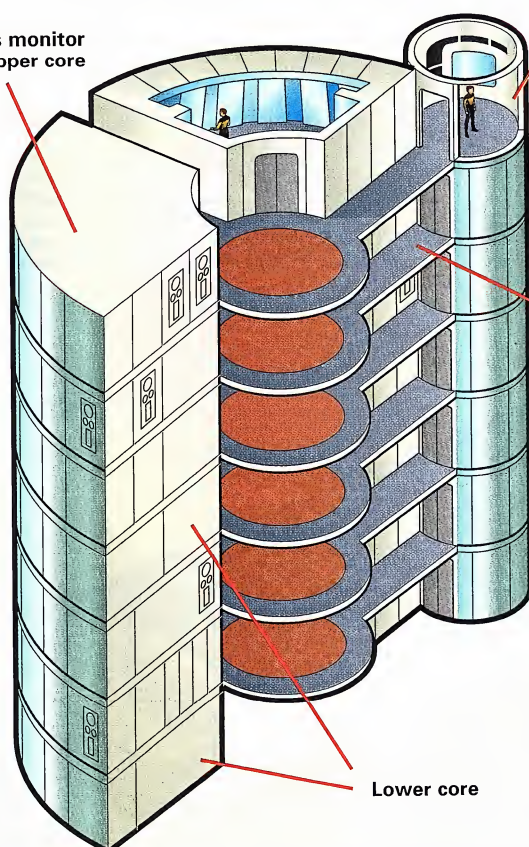
Each core incorporates a series of miniature subspace field generators which allow data to be



COMPUTER CORE

Nerves of a starship The computer cores are the most important part of the day-to-day running of a starship. The amount of memory needed to drive a starship is massive, and the size of the cores reflects this; on a **Galaxy**-class starship, one computer core occupies 10 decks.

Systems monitor room, upper core

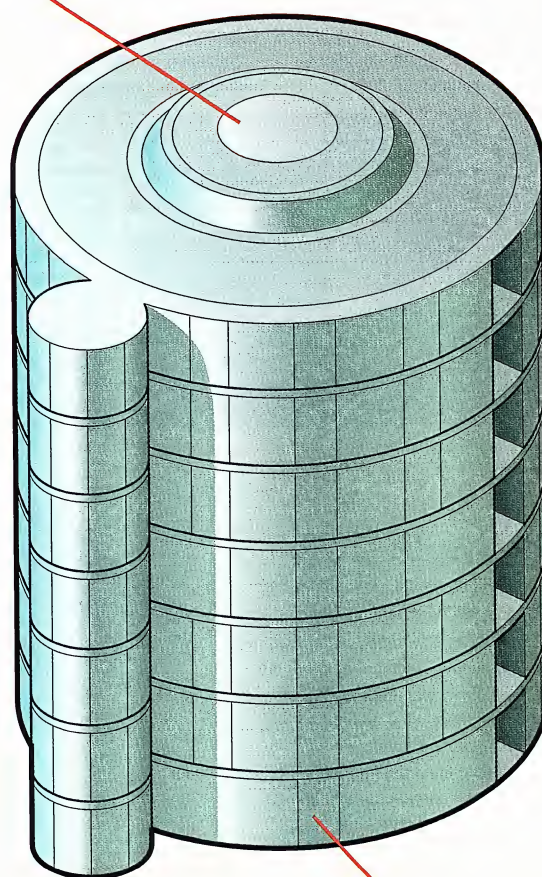


Subspace field systems access

Micron junction link (MJL)

Lower core

Upper core exterior



Lower core exterior

Computer Cores and Isolinear Chips

processed and transmitted at faster-than-light speeds.

In a *Galaxy*-class starship, the computer cores are massive, cylindrical structures with a height of 10 saucer section decks. The top level of the cores, located on Deck 5 in the case of the saucer section cores, incorporates a systems monitoring room, the **FTL (faster-than-light) nanoprocessor units**, and access to the subspace field systems, located in a separate cylindrical structure to the side of the main core. This section is known as the upper core; beneath this are the six levels of the lower core.

Core duties

Virtually every sensor, display screen, **replicator**, **PADD**, and miscellaneous piece of hardware installed on a starship is, in some way, connected to and very often supervised by the ship's main computer. To generate the massive data throughput required for such an operation, a starship's computer system, and every component in it, is designed for speed. The traditional way to speed up a system is to spread the workload and ease the main computer's burden. The *Galaxy*-class's major computer system helpers are the nearly 400

quadrironic optical subprocessors distributed throughout the ship. The subprocessors communicate with their local sensors, devices, terminals, and so forth, and then pass the data back to the main computer core. The main computer thus receives bottom-line data from the middle-management subprocessors, without having to go to every terminal itself.

Personnel aside, any starship is only as good as its computer system's efficient operation. Therefore, backups, engineered redundancies, and automatic service reductions are built into the system to guarantee that basic computer functions will remain available in all but the most grave situations.

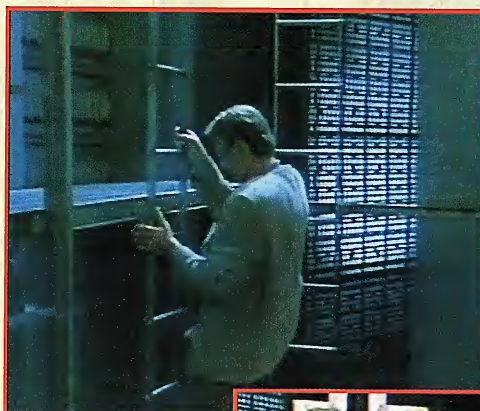
Emergency backup

In the event that all three main cores cease to function, a second level of backup addresses the delicate web that interconnects the computers, subprocessors, and terminal devices. Pipelines for two additional **Optical Data Network (ODN)** systems, located elsewhere in the ship, back up the primary lines. These lines, between vital terminals and important systems, are also

shielded and, if all else fails, the RF (radio frequency) system, through which the communicators run, can also act as an ODN, albeit at a considerable loss of speed.

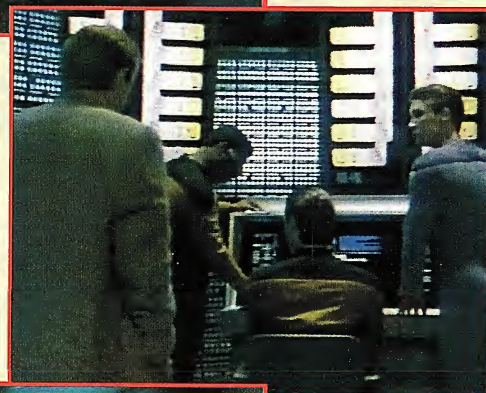
If all primary computer systems fail, the subprocessors can

function independently to run their own sections of the ship and, as an absolute bottom line, the **Main Bridge** and the **Battle Bridge** are specifically equipped with subprocessors that allow the ship to continue in case of emergency.



◀ **Different levels within the systems monitor room can be easily accessed by one of the ladders. There are three different computer cores aboard a *GALAXY*-class ship: two in the Saucer Section, both port and starboard, and one in the Engineering Hull.**

◀ **Crew can access the computer core directly via consoles in the systems monitor room. The entire operation of a starship can be traced to the computer core, which has seven primary and three upper levels.**



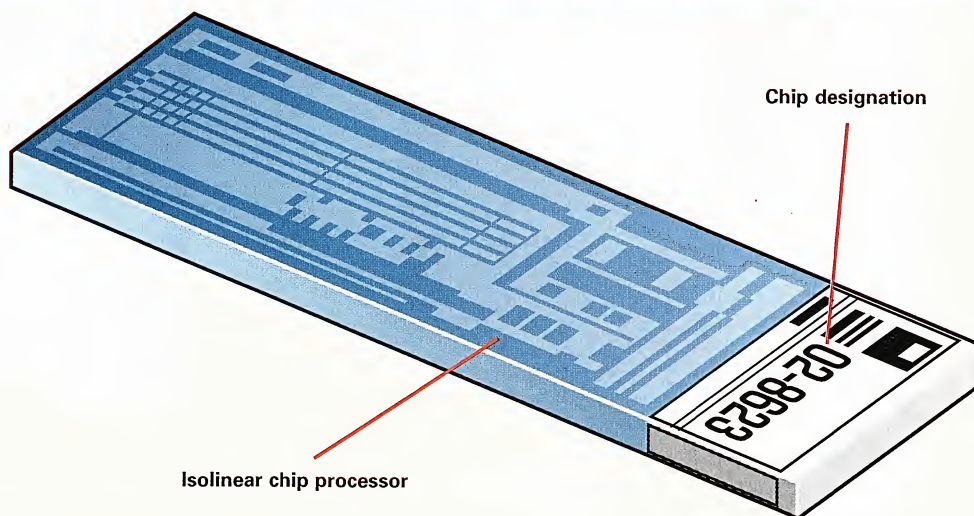
◀ **Isolinear chips replaced the old style crystal memory cards. They are more versatile and hold more information. Each individual chip has a processor to efficiently manage the data flow. Configured wrongly, the chips could effect a ship's efficiency.**



◀ **Isolinear chips can be arranged either horizontally or vertically, depending on the system of the starship. The chips work in conjunction with onboard nanoprocessors and are partially comprised of trace elements of platinum and irridium.**

ISOLINEAR CHIP

Building blocks The basic computer storage device is the **isolinear optical chip**. These nanotech chips are both software and data storage mediums, capable of retaining 2.15 kiloquads per chip. To ease the main computer's load, each chip has its own built-in processor to manage its data. The raw computing power in the main computer core is fabricated with 2,048 modules, composed of 144 isolinear optical storage chips. To boost the core's processing times by 335 percent, a **subspace** field envelops the top of the computer core, pushing optical data exchanges into the faster-than-light realm.



Isolinear chip processor

Chip designation



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RUNABOUTS..... File 30
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The Nenebek

The *Nenebek* is one of only a few operable shuttles used by the tough **salenite** miners of **Pentarus V**. It is piloted by **Captain Dirgo**, whose self-serving nature and inflexibility are reflected in the craft's general simplicity and lack of amenities.

The *Nenebek* is typical of the tough, durable shuttlecraft used by workers in the **Federation's** more rugged outposts. The 'captain' of this rude shuttlecraft is an odd man named **Captain Dirgo**, a willful and stubborn man who is often in conflict with **Starfleet** protocol. His choice of uniform is a tan leather jacket with a yellow tunic.

The *Nenebek* is capable of passing Starfleet operational and safety inspections, but its cramped interior and bare-bones style makes it substandard compared to Starfleet's newer shuttles. Even so, the *Nenebek's* construction is typical of most short range craft such as **Runabouts** and shuttles, which are built mainly

with **duranium**. This metallic alloy compound is usually combined with additional alloys such as **sonodanite** and **ermanium** and is extremely strong; the exterior hull is able to withstand temperatures of up to 700 degrees Celsius. Shuttlecraft such as this are usually used as short range transportation craft, typically within a solar system, and are capable of traveling up to 50 million kilometers per trip.

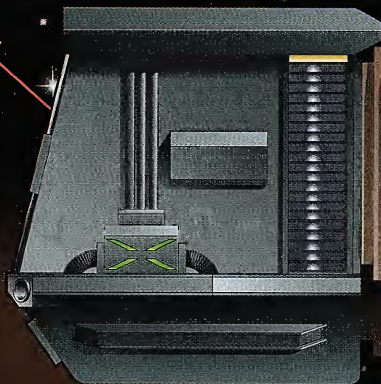
The main propulsion system of the *Nenebek* is its impulse engines, which are fueled by **deuterium**. In an emergency, the impulse engines can control reentry into the atmosphere by dropping the speed to Mach 1. This, coupled with a braking maneuver, can provide a bumpy



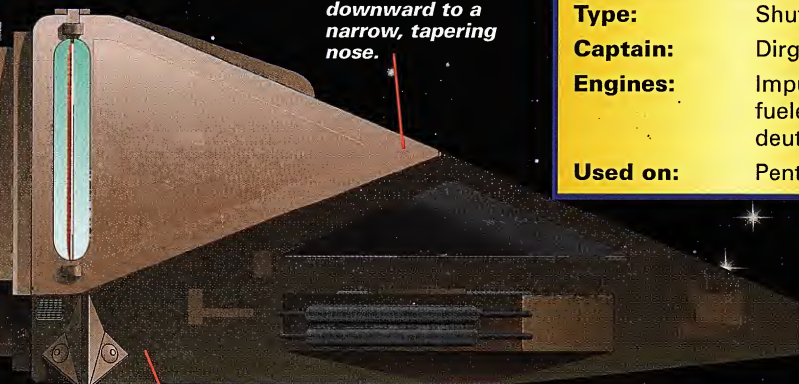
▲ The **NENEBEK** is a small shuttle which fits easily into a starship shuttlebay. At its highest point it is only about three meters tall.

STARBOARD VIEW

The aft section of the **NENEBEK** is constructed from different alloys, giving it a more gray-colored appearance than the fore section.

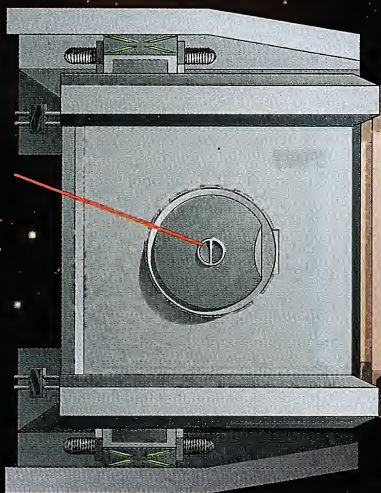


The front of the **NENEBEK** slopes downward to a narrow, tapering nose.

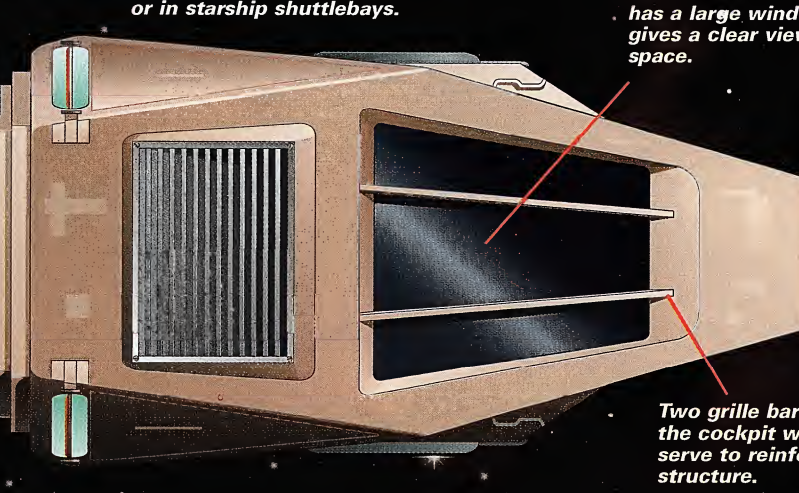


DORSAL VIEW

A circular hatch provides access to and from this area of the craft.



The underside of the **NENEBEK** is relatively flat, making it easy to land on the surface of planets or in starship shuttlebays.



The front of the cockpit has a large window which gives a clear view out into space.

Two grille bars across the cockpit window serve to reinforce the structure.

THE NENEBEK

First recorded: 2367

Type: Shuttlecraft

Captain: Dirgo

Engines: Impulse only, fueled by deuterium

Used on: Pentarus

The Nenebek



▲ The tough metal exterior of the NENEBEK is capable of withstanding temperatures of up to 700 degrees Celsius.

but controlled glide to a planet's surface. Specifically unique to the *Nenebek* are her maneuvering thrusters, the configuration of which have been jury-rigged for more efficiency by Captain Dirgo.

The *Nenebek* is roughly three meters high by four meters long, making it small enough to land inside the shuttlebay of a *Galaxy*-class starship. It is a small, rugged vessel that has seen over 10,000 hours of flight time under its current pilot. Overall, the shuttlecraft's design is practical rather than ornate. The square aft has short, stub wings at the top and bottom. There are no distinctive markings on the exterior of the craft except for the flashing green navigational lights on the lower stub wings. A rear-entry door leads into a small compartment which has a second door into the main cabin; the door is controlled by a small panel found on the immediate left when entering the aft compartment. This rear compartment door remains closed during flight except during periods of severe turbulence, and there is an emergency hatch at the top of the shuttle. A slightly beveled cone-shaped cockpit juts forward with front- and side-view windows.

Cockpit and interiors

The main cabin is small, with only enough room for two seated crew members. A pair of black swivel chairs provide a minimal level of comfort. The center chair is for the pilot, while the other is at the ops console, situated behind the pilot's right shoulder. The forward display console is the primary control center for the shuttlecraft; on top of the console is a small, clear dome. At arm's reach are navigational and communication displays. These flat display grids

provide vital statistics, and are complemented by distinctive audio alerts. More lighted grids line the sides of the vessel.

Although the display technology looks decades out of date when compared to a *Galaxy*-class visual display, an able pilot such as Dirgo can still do a lot. He knows his craft inside out, well enough to bypass the auto control and switch it to manual input, thus rerouting the deuterium flow by tripping the bypass from the main engine to the thrusters. This maneuver can be carried out quickly in an emergency.

A scanner station to the pilot's rear left allows for one standing crew member. There is a short desk off this display with another small, clear dome and nearby data-entry keyboard. There are four light panels above the pilot's chair as well as above the rear cabin door. Situated high above the pilot's chair is a handrail which runs along the width of the main cabin, but this does not provide much support when put to the test.

Due to the shuttlecraft's small size, the onboard equipment is limited, and emergency supplies leave something to be desired. There are four **phasers**, similar to early Starfleet models, and a briefcase-size first aid kit containing a clear bottle of **dresci alcohol**, but there are no emergency provisions for food or water. This should not be a problem as there is a replicator on board but, in the event of a failure, the crew are left without any form of nourishment. The *Nenebek* also carries a location transponder, the operating status of which depends upon a reliable power source.

Final mission

On **Stardate 44307.3**, the *Nenebek* carries her last passengers when **Captain Jean-Luc Picard** and **Ensign Wesley Crusher** of the **U.S.S. Enterprise NCC-1701-D** board for transportation to **Pentarus V**, where Picard is to mediate a dispute among that planet's contentious miners. It is intended to be Wesley's final mission aboard the *Enterprise* before he leaves for **Starfleet Academy**. Sadly, the *Nenebek* never reaches her destination; the shuttlecraft crashlands on **Lambda Paz**, one of the moons of **Pentarus III**, after a rigged port thruster quad explodes. All three crew members survive the landing intact but only two, Crusher and Picard, leave the moon alive; sadly, Captain Dirgo is killed by an automated sentry when he tries to obtain water from a protected source within a cave.



▲ The cramped cockpit is entered through a small hatch at the rear of the area. There are only two seats, and the third crew member is required to stand at his console.



▲ The window at the front of the cockpit takes up almost all the front wall of the hull and also extends to the sides. It provides a clear view of the NENEBEK's flight path.



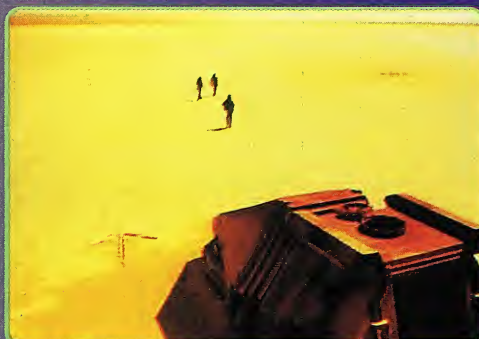
▲ Captain Dirgo's jury-rigging takes its toll on the craft. An explosion in the thruster quad severs the guidance system coupling, leading to a crashlanding on a moon orbiting Pentarus III.



▲ The NENEBEK survives the crash-landing relatively intact after a bumpy but controlled descent, and comes to rest on the sun-baked desert surface of Lambda Paz.



▲ The ship's hull is designed to withstand high temperatures, but provides little respite from the hostile conditions. Shade from the sun is about the best it can offer.



▲ The replicator is not working, and the lack of any other survival equipment carried on board leaves the stranded crew no choice but to leave the NENEBEK and search elsewhere for food and water.



FILE 46 TRILL PERSONNEL

Dax and the Klingons

Over its long lifetime, the Trill symbiont known as Dax has come to know many species, but few as well as the Klingons. While joined with its previous host, Curzon, Dax befriended several Klingons and formed a bond that has lasted from host to host; its current host marries one.

Curzon Dax's first lengthy encounter with the Klingons came during his experiences as a Federation negotiator at the Korvat Colony in 2289. These early peace negotiations were conducted in a very delicate manner by representatives of both sides, but the chief negotiators were Curzon

Dax and Captain Kang of the Klingon Empire.

Curzon first drank the Klingon beverage *baghol* with Kang there, and the two underwent a blood oath ceremony of joining – undoubtedly a clever diplomatic move on Dax's part, but there was no doubt that the relationship between the two men was special. Their friendship, however, was

PROFILE ON DAX

NAME: Dax

LIFE FORM: Trill symbiont. Joined with Curzon, a Trill male, from 2285 to 2367, and with Jadzia, a Trill female, from 2367.

KLINGON RELATIONSHIPS: Kor, Holoth, Kang, and Worf

KLINGON PURSUITS: Dax has gained an appreciation of Klingon opera and exercise programs, as well as a taste for Klingon food and beverages.

REMARKS: Curzon Dax's name is famous among Klingons, who still hold for him an enormous respect not usually accorded to members of other races.

FIRST SEEN: 'Emissary' (DS9)



▲ The long association between Dax and the Klingons is begun by Curzon and continued by Jadzia. She enjoys many aspects of Klingon culture, including the imposing designs of Klingon clothing.

RESPECT AND REVERENCE



★ Something to prove

At first, the Klingons are dubious of taking Jadzia along on their hunt for the criminal who killed their sons. But she soon proves her worth, and her right to have her part in their revenge.



★ Tall stories
Dax is well used to the effect drink can have on Klingons. Curzon could hold his own against these heavy drinkers, and Jadzia knows enough about the effects of bloodwine and *warnog* to know when Kang is exaggerating.



★ The Sword of Kahless

Jadzia is as well versed in Klingon mythology as most members of that race. She understands the importance of the Sword of Kahless, and what its discovery could mean to the Klingon Empire.

formed over a period of time, and started out poorly. On the first day of negotiations at the Korvat Colony, Curzon walked out on Kang's long-winded speech.

This move by Curzon was not simply meant as a rude gesture, but was a carefully calculated maneuver to anger Kang in the hope that it would form a bond between the two. The ploy was successful; despite Kang's anger at Curzon's disrespect it opened the door to an understanding between them. Kang developed a respect for Curzon that grew over time. He considered that Curzon was the only Federation diplomat he ever met who could appreciate Klingon nature; he even began to feel that there was a bit of Klingon nature in the Trill.

The bond between Curzon and Kang continued to grow. Kang eventually named his firstborn son

Dax and the Klingons



"Don't mistake a new face for a new soul, Hang. I still feel at one with your family, just as I did eight decades ago. I hope one day you'll embrace me as a brother again."

—Dax

Curzon Dax's bond with the Klingon **Dahar Master Kor** was formed at the same conference at the Korvat Colony. Kor was the most accepting of the Trill's changing nature, and the two remained close throughout Dax's lifetime.

In 2290, Kang, Koloth, and Kor faced the **Albino**, a notorious and powerful criminal who was responsible for raiding Klingon colonies. They were successful in stopping the raids, but the Albino escaped and later murdered their firstborn children with a genetic virus.

The three Klingons and Dax swore a blood oath to track down and kill the Albino, but unfortunately Curzon dies in 2367, before the oath can be fulfilled. Kang later remarks that Curzon deserved to die in battle, rather than in a hospital.

The oath is fulfilled

Dax is joined with its new host, **Jadzia**, a **Starfleet** lieutenant, directly after Curzon's death in 2367. Kang, Koloth, and Kor have no knowledge of this until they come aboard **Deep Space Nine** in 2370, with the news that they have, at last, found the Albino. At first, the three Klingons are skeptical, but are eventually convinced that their old friend, Dax, is now joined with Jadzia. Jadzia accompanies the three to **Secarus IV**, where they mount an attack on the Albino's fortress. Kang kills him, but he and Koloth lose their lives in the battle. Jadzia and Kor return to **Deep Space Nine**.

These events lead Jadzia Dax and Kor to renew their friendship, and afterward they visit each other often. In 2372, Jadzia accompanies Kor on a quest for the legendary **Sword of Kahless**. Together with **Lt. Commander Worf**, they find the sword, but eventually decide to transport it into deep space because of the possible political ramifications that would arise from the revered relic's reappearance. Jadzia and Kor remain comrades over Klingon **bloodwine** and Kor's legendary stories.

Jadzia Dax has an interest in all things Klingon. She has studied the art of the **bat'leth**, and is proficient in battle with this weapon. She also knows all of the words to the Klingon folk song **Ak'la bella doo**, and frequently visits the Klingon restaurant on **Deep Space Nine**.

Friendship turns to romance

Since the Klingon **Starfleet** officer **Lt. Commander Worf** has been stationed on **Deep Space Nine** as Strategic Operations Officer, he and Jadzia have developed a close friendship which has grown into love. They often exercise together, using Worf's challenging holosuite calisthenics programs. Worf's upbringing by humans has often distanced him from his Klingon heritage, and Jadzia often has as much practical experience of Klingon rituals as Worf does.

Jadzia's knowledge of the Klingons and their ways is widely known among her friends. When Quark is trying to generate romance with his Klingon ex-wife, **Grilka**, he turns to Jadzia for help and advice. The information she and Worf give him, on how to prepare a romantic dinner and a holodeck program based on Klingon legends, leads to success.



★ Touching reminder

Lenara Khan gives Jadzia a Klingon earring, saying that **Jadzia and Torias Dax** were always more 'Klingon' than her. In the 2280s, a previous **Khan** host was married to **Torias Dax**.

While serving on **General Martok's Klingon Bird-of-Prey**, Jadzia manages to raise the morale of the crew by bringing several barrels of bloodwine aboard. She quickly earns their respect by making it known that she will not be pushed around by anyone. She helps Worf remember his duty to bring Martok to his warrior senses when the general is clearly having trouble facing the challenge of battle after his two-year imprisonment at the hands of the **Jem'Hadar**.

Whether or not Dax's affinity for the Klingon species will last through its next host is not known, but it seems likely there will continue to be interaction between Dax and the Klingons throughout the symbiont's many lifetimes.

★ Holodeck adventures

When **Quark** is attempting to woo his Klingon ex-wife, **Jadzia** gives him some hints. She has had at least as much experience with Klingon women as **Worf**, who was raised by humans.



★ Respect

The crew of **General Martok's ship** remember **Curzon Dax** and ask if **Jadzia** is related to him. They respect **Curzon**, who is known to have been a great friend to their people.

Dax, and made Curzon his godfather.

During the negotiations at the Korvat Colony, Curzon Dax also met the legendary Klingon commander **Koloth**. Jadzia Dax later relates that Koloth was the hardest man Curzon Dax ever faced across a negotiating table. Never satisfied with any proposal, no matter how favorable to the Klingons, Koloth was nicknamed **D'akturak** – Ice Man – by Curzon.

LASTING LOVE

Dax and Worf

The closest relationship between Dax and the Klingons to date has been the romance between **Jadzia and Worf**, a fellow **Starfleet** officer serving on **Deep Space Nine**. Their friendship, based on their passion for Klingon heritage and culture, has developed into love. As **Starfleet** prepares for war with the **Dominion**, **Jadzia** proposes to her lover; he accepts.

▶ **Jadzia** seems happy to engage in typical Klingon mating rituals. These can often be rather rough on members of other, less robust, species.



▶ **Jadzia and Worf** start as friends, but their relationship gradually develops into love. They eventually marry in a traditional Klingon ceremony.





FILE 51 FERengi PERSONNEL

Grand Nagus Zek

Grand Nagus Zek is the most powerful man in the Ferengi Alliance, the financial leader to billions of his people. His business acumen and negotiating skills are legendary, and it has been said that his is the most brilliant Ferengi mind alive. Among a species that worships profit, he is the master of commercial transactions.

Zek, the Grand Nagus of the Ferengi Alliance, is physically small in stature, but he wields enormous power among his people. His wizened, large-lobed visage is a symbol of financial strength and fiscal dominance among the Ferengi. At all times, the Nagus carries a cane bearing the likeness of a Ferengi in gold-pressed latinum; those who come before him kiss its head as a sign of loyalty, cowering in fear and respect.

Zek is a traditional Ferengi who rules with an iron fist and the accumulated wisdom of a lifetime of profit. He is known to be fond of food

and favors several traditional culinary dishes, including **chilled tube grubs** and **flaked blood fleas**. His affinity for **Hupyrian beetle snuff**, a vice that has led to some deterioration of his mucus membranes, is also well documented. He also clearly loves business and works constantly, going as long as 80 years between vacations.

No faith in family

Zek has a son, **Krax**, who is next in line to become Nagus, but in whose financial aptitude he has little confidence. He also has at least one nephew, **Belongo**.

Presumably, Krax's mother is either dead or

PROFILE ON THE NAGUS

NAME: Zek

LIFE FORM: Ferengi male

AGE: Extremely old

POSITION: Grand Nagus of Ferenginar, financial leader, and thus the most powerful man in the Ferengi Alliance.

BASE OF OPERATIONS: The Tower of Commerce, Ferenginar.

KNOWN RELATIVES: At least one son, Krax, and one nephew, Belongo.

SERVANT: Maihar'du, a Hupyrian.

LIKES: Hupyrian beetle snuff, food.

FIRST SEEN: 'The Nagus' [DS9].



★ **Grand Nagus Zek is the most influential man in the Ferengi Alliance. His wealth and power are embodied in the latinum-topped cane that he always carries with him.**

ZEK'S FAITHFUL SERVANT



★ **When he travels, the Grand Nagus is usually accompanied by his faithful Hupyrian servant Maihar'du. The Hupyrians are noted for their devotion, and take a vow to speak only to their masters.**



★ **When Quark is concerned about the Grand Nagus's health, Maihar'du helps him to investigate what might be causing his odd behavior.**

★ **The Nagus is old and somewhat frail. Although Maihar'du is not young himself, he often gives the Nagus physical support.**



separated from his father; while Zek's romantic nature is not quite as legendary as his financial abilities, he has been known to pursue amorous liaisons, most notably with **Major Kira Nerys** and **Quark's** mother, **Ishka**. His success is decidedly mixed, although a romantic relationship is known to be established with Ishka.

Responsibilities

Zek oversees the financial health of the entire Ferengi Alliance. On **Ferenginar**, the Ferengi homeworld, Zek's headquarters are located inside the **Tower of Commerce**, underneath the domes of the **Sacred Marketplace**. On the steps of the marketplace, Zek makes many of his

OTHER CARDS IN THIS FILE...

5A ZEK AND QUARK

5B ZEK AND THE PROPHETS

1 QUARK

4 ISHKA

6 BRUNT

SEE OTHER FILES...

THE FERengi ALLIANCE... File 14

STAR TREK:
DEEP SPACE NINE... File 70



Grand Nagus Zek



★ *Fine clothes, a devoted servant and latinum all indicate that the Nagus is a rich and successful Ferengi.*

important pronouncements.

It is Zek's responsibility to preserve the integrity of the Ferengi code of business ethics – the **Rules of Acquisition**. He is extremely concerned with expanding the sphere of Ferengi financial influence, and one of his latest crusades has been to break open the trade territories within the potentially lucrative **Gamma Quadrant**. This mission frequently brings him to the remote **Bajoran**

system, where he can personally oversee implementation of his expansion plans.

Like all good Ferengi, the Grand Nagus is suspicious of everyone. In 2369 he goes so far as to fake his own death while on board the Bajoran/Federation space station **Deep Space Nine**. After reportedly succumbing to a massive infection of the timpanic membrane, it turns out that the Nagus has utilized the art of the **Dolbargy sleeping trance**, a skill he learned from his servant, **Maihar'du**. This false demise is revealed to be a clever ruse designed to test the business acumen of his son.

Ferengi politics

Zek is a fair Nagus, but he is also strict. He follows the Rules of Acquisition faithfully, and punishes those who break them. Not all of the intricacies of the Ferengi political infrastructure are known outside the Tower of Commerce, but even the Grand Nagus must maintain the confidence of the **Ferengi Commerce Authority** and its **Board of Liquidators**. Zek has a great respect for Ferengi law, and even though he is fond of Quark, he refuses to intervene when the



★ *The Grand Nagus has developed a certain fondness for Quark during his regular visits to DEEP SPACE NINE.*

★ *Zek first appears on DEEP SPACE NINE in 2369. Hooded and carrying his distinctive cane, he is an imposing figure.*



FCA's Board of Liquidators revokes Quark's Ferengi business license.

Below the Grand Nagus is a system of **Sub-Naguses**, each responsible for overseeing a particular territory in which the Ferengi do business. The Grand Nagus may also on occasion name a **Grand Proxy** who acts as an official messenger.

Zek is extremely old, even for a



★ *Ishka has been a secret business colleague of Zek's, as well as a close friend.*

Ferengi, and his advanced years are finally beginning to take their toll. By 2372, he is plagued by a marked memory loss, which hampers his ability to remain at the forefront of Ferengi commerce. During this period of mental infirmity, Ishka secretly helps him to maintain his legendary reputation as a financial wizard.

It is determined that special **Vulcan** medical techniques may be able to eventually restore much of the Nagus' intellectual prowess. Zek is disgusted by the Vulcan race's lack of appreciation for profit, but he agrees to put aside his distaste and undergo treatment for his affliction. He intends to continue in his role as Nagus for many years to come.

"It looks like I'll have to remain Grand Nagus long enough to establish a Ferengi presence in the Delta Quadrant."

— Grand Nagus Zek

CHANGING THE RULES

Generosity

In 2371, after Zek has come into possession of the Bajoran Orb of Wisdom, he is suddenly in favor of abandoning many of the traditional Ferengi tenets of business. In this new, beneficent role, he forms the Ferengi Benevolent Association, an organization devoted to helping others through charity. More worrying is that he presents Quark with the 'Ferengi Rules of Acquisition: Revised', a list of surprisingly greed-free axioms intended to supersede the existing sacred Ferengi Rules of Acquisition. This deviation is revealed to be caused by the influence of the aliens who dwell within the Bajoran wormhole, who feel that Zek's traditional Ferengi nature is offensive, aggressive, adversarial, and dangerous. Believing that these traits are leading Zek to an altogether barren existence, the wormhole aliens have reverted him to a point in Ferengi development when profit and personal gain were not the ultimate goal in life. It is only through Quark's intervention that the Nagus is eventually returned to his natural state.

★ Return to the Prophets

In order to get Zek back into the wormhole to confront the Prophets, Quark covers him with a blanket and smuggles him into a shuttlecraft.



★ New rules

Zek is proud of the new Rules of Acquisition he has written under the influence of the Bajoran Prophets, but Quark and Rom are horrified, as all other Ferengi will be.



Starfleet Uniforms: Mid 2270s to Late 2340s

The red jackets and black trousers introduced in the 2270s are worn by more Starfleet officers over more years than any other uniform design. The simple but effective style allows great versatility.

The streamlined jumpsuits and neutral colors of the **Starfleet** uniforms worn during the early 2270s are replaced later in the decade by new standard issue uniforms which will remain in service, with remarkably few changes, over several decades.

The design of the uniforms is more similar than has been seen at any other period in Starfleet history, and is based on an outfit of black trousers, red jacket and colored undershirt; the color of the undershirt designates the wearer's department in much the same way as the color of the entire tunic did on previous designs.

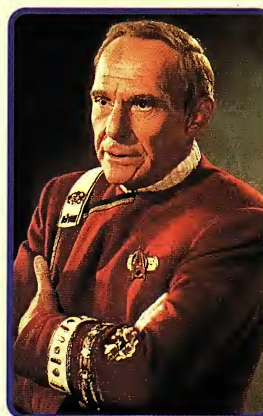
Rank designations are still worn on the shirts, but are now indicated by rank bars worn on a strap across the right shoulder as well as on the cuff of the jacket. The shoulder strap comes forward to connect onto the top right hand corner of the jacket's breast lapel. All personnel,

▶ Senior officers from the U.S.S. ENTERPRISE NCC-1701 display variations to this era's uniform. The high-necked undergarment color denotes departments, and the uniform breast flap opens to show either white or tan colors.

regardless of rank or department, now wear the universal symbol of Starfleet, previously unique to the **U.S.S. Enterprise NCC-1701**.

Another innovation for the uniform is the use of different layers. The basic shirt can be covered by a simple waistcoat, which in turn can be covered by a heavy, durable landing party jacket, or by the lighter duty jacket more often worn on board ship. The duty jacket can be worn with the breast lapel open to reveal more of the color of the undershirt beneath.

In all variations, the bottom half of the uniform consists of utilitarian black trousers, piped along the side seam with red braiding. There is also a skirt option for women who prefer this mode of dress.



▶ All ranks wear the same basic design, from ensigns to admirals. Admirals' uniforms are more elaborately decorated, with gold braiding edging the breast panel and more detailed rank insignia on the cuffs. The delta symbol is now used universally in Starfleet.



CAPTAIN'S UNIFORM
WHITE UNDERSHIRT, JACKET CLOSED
As worn by **Captain Kirk**.



CAPTAIN'S UNIFORM
WHITE UNDERSHIRT, JACKET OPEN
As worn by **Captain Kirk**.



CAPTAIN'S UNIFORM
WHITE UNDERSHIRT, VEST
As worn by **Captain Kirk**.



CAPTAIN'S UNIFORM
WHITE UNDERSHIRT
As worn by **Captain Kirk**.

Starfleet Uniforms: Mid 2270s to Late 2340s

**DUTY UNIFORM**

RED UNDERSHIRT, JACKET OPEN

As worn by cadets.

**DUTY UNIFORM**

GREEN UNDERSHIRT, JACKET OPEN

As worn by **Dr. McCoy**.**DUTY UNIFORM**

GRAY UNDERSHIRT, JACKET OPEN

As worn by **Chekov**.**DUTY UNIFORM**

TAN UNDERSHIRT, JACKET OPEN

As worn by **Sulu**.**DUTY UNIFORM**

GRAY UNDERSHIRT, SHIRT

As worn by **Uhura**.**DUTY UNIFORM**

WHITE UNDERSHIRT, UTILITY VEST

As worn by **Chief Engineer Scott**.**MEDICAL UNIFORM**

GREEN UNDERSHIRT, COLLAR

As worn by **Dr. McCoy**.**MEDICAL UNIFORM**

GREEN UNDERSHIRT, COLLARLESS

As worn by **medical orderlies**.



'Justice'

While visiting the paradise planet of Rubicun III, Wesley Crusher accidentally breaks the law and is instantly sentenced to death. Interfering with the planet's justice system is against **Starfleet** rules, but can Wesley's crewmates stand by and let him die?

CAPTAIN'S LOG STARDATE 41255.6

"After delivering a party of Earth colonists to the Strnad solar system, we have discovered another Class-M planet in the adjoining Rubicun star system. We are now in orbit there, having determined it to be inhabited as well as unusually lovely."

An away team from the **U.S.S. Enterprise NCC-1701-D**, comprising **Riker**, **Worf**, **Yar**, **Troi**, and **Wesley Crusher**, beam down to **Rubicun III**, home of the **Edo** people, to discuss the possibility of a stay on the planet. The team enjoy a very warm greeting from two beautiful, scantily-clad Edo, and are invited to jog to the council chamber. Wesley is encouraged to mix with some Edo youths.

Data hails an unidentified craft which has partly materialized close to the *Enterprise*. In response, the craft sends a glowing sphere into the *Enterprise* bridge. It warns **Picard** not to "interfere with my children below."

Security officer **Tasha** learns that Rubicun III used to be a disorderly society, but stability is now maintained by arbitrarily selected 'punishment zones'. Only 'the Mediators' know where the zone will be, or for how long it will last. The punishment for zone infractions is death.

Wesley in trouble

Wesley accidentally stumbles into a punishment zone and damages a flowerbed. The Mediators arrive and sentence him to death, but Tasha and Worf manage to stop them from injecting him with a deadly poison. Riker contacts Picard and asks him to beam down to Rubicun III immediately.

At a hearing in the council building, the Edo tell the captain that the execution will be delayed until sundown. **Rivan**, one of the Edo, returns to the *Enterprise* with Picard so that she can tell him more about a strange craft close by; she identifies it as her people's god. The vessel moves toward the *Enterprise*, demanding that it "return my child"; Rivan is beamed back to the planet.

At sundown, Picard returns to the council chambers. He tells the Edo that while their god may insist he follow the non-interference creed of the Prime Directive, he cannot stand by and let an innocent person die. He points out there can be no justice if laws are absolute; life is about exceptions. The 'god' is swayed by this argument, and allows Wesley and the others to return to the *Enterprise*.

ON SCREEN...



1 The away team officers from the U.S.S. *ENTERPRISE* receive a warm welcome from the scantily-clad Edo of Rubicun III.



2 The Edo invite the Starfleet visitors to jog with them to the council chambers. Edo appears to be a beautiful paradise.



3 Things are not as perfect as they seem, however. Wesley accidentally falls into a restricted area, and is sentenced to death.



4 Thankfully, Wesley's crewmates are able to intervene and prevent the lethal injection from being administered.



5 Rivan comes aboard the *ENTERPRISE* to explain about her people's god, but the powerful entity insists that she return to the planet.



6 Picard manages to convince the entity that true power is the ability to make exceptions to the rules. It agrees, and grants Wesley his freedom.

STARSHIP FACTS

The 'god' entity may once have been flesh and blood, and may even have 'planted' the Edo on Rubicun III.





'The Battle'

Picard is under the influence of a mind-altering device planted by the Ferengi DaiMon Bok, seeking revenge for the death of his son at the Battle of Maxia. The captain is convinced that to save his old ship, the *U.S.S. Stargazer*, he must destroy the *U.S.S. Enterprise NCC-1701-D*.

CAPTAIN'S LOG STARDATE 41723.9

"In response to a Starfleet order, we are in the Xendi Sabu star system, having rendezvoused with a Ferengi vessel which has requested a meeting ..."

Ferengi commander DaiMon Bok demands talks with the *U.S.S. Enterprise NCC-1701-D*, but keeps the crew waiting for three days before beaming aboard.

An old-style *Constellation-class* starship heads toward the *Enterprise*. Bok claims the incoming craft is a gift for "the hero of the **Battle of Maxia**." The battle happened nine years earlier in the **Maxia Zeta** system; an unidentified ship was destroyed by a **Federation** vessel under the command of **Jean-Luc Picard**. Bok says that the destroyed craft was a Ferengi ship and Picard offers his apologies, but reminds Bok that the attack was entirely unprovoked. The viewscreen reveals the incoming ship is Picard's old command: the *U.S.S. Stargazer NCC-2893*. Bok says he found it adrift in space.

Return to the STARGAZER

An away team board the *Stargazer*, and Picard goes to look around his old cabin. He finds a trunk of his personal effects, but does not notice a glowing sphere inside – it is a mind control device, activated by Bok. The sphere gives Picard a severe headache; **Dr. Crusher** discovers him barely conscious, and insists he return to the *Enterprise*. The away team bring the trunk back too.

Later, Picard beams back to the *Stargazer* and is met by Bok, who tells him the ship he destroyed was commanded by the DaiMon's only son. Bok raises the *Stargazer's* shields, preventing Picard's officers from rescuing him, then beams back to his own ship.

Under the influence of another sphere on the bridge of the *Stargazer*, Picard begins to relive the Maxia battle, but is convinced that the *Enterprise* is his attacker.

Riker contacts the Ferengi and learns about the mind control device and that Bok has now been punished by his crew for undertaking an 'unprofitable venture'. He manages to hail Picard, and urges him to destroy the sphere. He explodes it with his **phaser**, and grimly concludes there really is no profit to be made from vengeance.

STARSHIP FACTS

To defeat the *U.S.S. STARGAZER's* unidentified assailant, Picard devised a move now known as the '**Picard Maneuver**'. It is included in Starfleet textbooks.

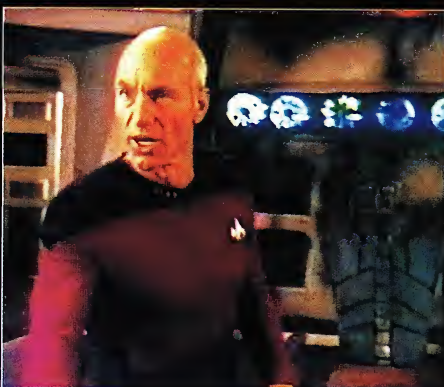
ON SCREEN...



1 The *U.S.S. ENTERPRISE* has responded to a Ferengi request to rendezvous in the Xendi Sabu system, but when the ship arrives it is kept waiting for three days before the Ferengi respond to hails.



2 A Ferengi boarding party beam aboard the *ENTERPRISE*. DaiMon Bok claims they have found the *U.S.S. STARGAZER*, a ship which Picard once commanded, adrift in space.



3 Picard and an away team beam over to the damaged *STARGAZER*. The bridge shows signs of the battle, but much of the craft is intact. In his old quarters, Picard finds a box of personal effects.



4 Among Picard's possessions is a device with which DaiMon Bok plans to affect his mind. It causes Picard to black out and, later, to transport from the *ENTERPRISE* back to the *STARGAZER*.



5 Picard relives the events of the Battle of Maxia, but he mistakes the *ENTERPRISE* for the unidentified ship that attacked in the real battle.



6 Bok's crewmates rebel and arrest him; there is no profit to be had here. Once Picard is free of the device's effects, he tows his old ship away.



FILE 70 STAR TREK: DEEP SPACE NINE

'Little Green Men'

'LITTLE GREEN MEN'

"I am Quark, Chief Finance Officer of the Ferengi Alliance, and I've got a business proposition for you ..."

— Quark to the humans

A journey to Earth leads Quark, Rom, and Nog back through time after their sabotaged shuttle experiences malfunctions. The three Ferengi land in the United States of America, 1947, and their problems increase when they are mistaken for Martians.

Nog is preparing to leave *Deep Space Nine* to join **Starfleet Academy** on Earth. Rom hosts a traditional **Ferengi** going-away auction for his son, in which all of his childhood possessions are sold off.

Quark tells Rom that the shuttle their cousin has owed him for 10 years has finally arrived. After a thorough inspection, Rom says the ship could be taken halfway across the Galaxy before it would need a maintenance check. To test his new ship, Quark decides to travel to somewhere safe but reasonably far away ... somewhere like Earth. He delights Rom by offering to take Nog to the Academy in style, but neglects to mention that he plans to engage in a little smuggling en route.

Quark leaves Morn in charge of the bar, much to Odo's bemusement. Nog bids farewell to Jake and the station; for a going-away present, Chief O'Brien and Dr. Bashir give him an interactive Earth guide book.

Once on board the shuttle, which his brother has named *Quark's Treasure*, Rom reveals he knows Quark is carrying kemacite in the cargo hold. After dropping Nog off on Earth, Quark plans to take a quick detour to Orion, where he can sell this unstable but highly profitable substance. Quark reluctantly agrees to give Rom and Nog a cut of the profits, then urges his brother to increase speed.

Into the past

When the craft reaches Earth's star system, Rom is unable to pull out of warp; their cousin, who has never been exactly fond of Quark, has sabotaged the ship's command sequencer. The vessel continues to accelerate, and passes into a time vortex.

The three Ferengi wake up in a locked military sickbay. Quark dismisses Rom's suggestion that they have died and gone to the **Divine Treasury**, and also refuses to believe that they are in the **Vault of Eternal Destitution**; his bar was showing a profit.

From behind a one-way mirror, the Ferengi are observed by General Denning, his captain, and Nurse Garland and her professor fiancé, Jeff. It is 1947, and the Ferengi have crashlanded close to Roswell in New Mexico. Denning has passed the ship off as a "weather balloon", but now orders Jeff to communicate with the "Martians".

ON SCREEN...



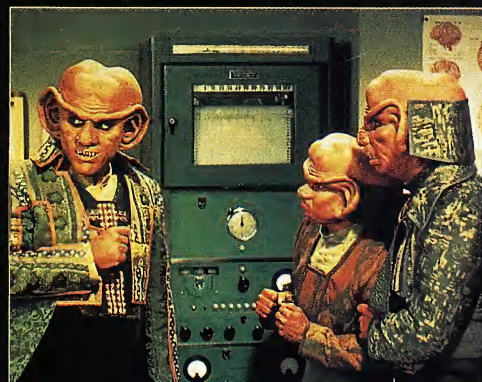
1 Nog is preparing to leave for **Starfleet Academy**. In keeping with Ferengi tradition, he sells off all his childhood possessions to raise money.



2 Quark offers to take Rom and Nog to Earth in the new shuttle he has acquired from his cousin, but the craft is not in perfect working order.



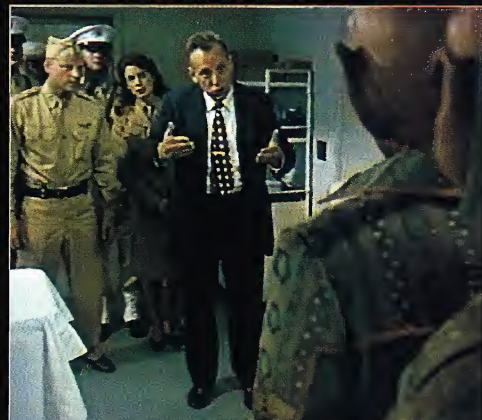
3 *QUARK'S TREASURE* experiences difficulties when it tries to leave warp. Instead, it accelerates wildly, and disappears through a temporal vortex.



4 The Ferengi awake in unfamiliar surroundings, but they are sure that this is not the afterlife. There is no latinum, as one would expect in the **Divine Treasury**.



5 Unknown to Quark, Rom, and Nog, they are being observed through a one-way mirror. They have landed in 1947 on Earth at Roswell, New Mexico.



6 Jeff attempts communication with survivors of the spaceship crash. The three Ferengi are unable to understand due to their malfunctioning universal translators.





'Little Green Men'

As Jeff addresses the Ferengi, Rom realizes their **universal translators** are not working. When the Ferengi begin slapping their heads, in an attempt to activate the translators inside their ears, the humans helpfully mimic this 'greeting'. Nog suspects they are on Earth, in the middle of the 20th century; the human policy of activating nuclear warheads in their atmosphere may account for the translator malfunction. Quark, convinced these humans are stupid and gullible, begins to sense the opportunity to profit, but Nog warns him against meddling with the timeline.

Rom fixes the translators with the aid of a hairpin, and Quark claims he has been sent to Earth to open up a market for advanced Ferengi technology. For the small sum of two million gold bars, he will gladly supply any country with replicators, transporters, and weapons. Of course, if the General doesn't want to meet the price, he's sure Russia will. Denning goes to get clearance from President Truman.

Unexpected help

Quark returns to the sickbay, where he asks Nurse Garland and Jeff to let him speak privately with his brother. Jeff leaves behind the German shepherd dog he has been stroking; the dog begins to affectionately lick Quark, then metamorphosizes into Odo.

The Constable, convinced Quark's motives for traveling to Earth were far from altruistic, hid aboard *Quark's Treasure*. Odo knows where the ship is now stored, and suggests they all leave on it as soon as possible. Quark, however, has no desire to leave 20th-century Earth; he plans to sell warp drives to the **Ferengi Alliance**. His culture will become more technologically advanced than humans, the **Romulans**, even the **Klingons**, and Quark will rule a Ferengi empire.

General Denning returns; the President won't make a deal until they determine the real reason for the aliens' visit. The military police abduct the three Ferengi and, in order to disrupt his uncle's scheming, Nog 'confesses' they are really the advance guard for a Ferengi invasion force. The captain swallows this story, and asks Nog to point out on a map where the Ferengi intend to land. Rom uses the opportunity to overpower the captain, but is then threatened at gunpoint by a military policeman. Jeff intervenes by knocking the soldier unconscious, and he and Nurse Garland escort the Ferengi to the hangar where their ship is being held.

Odo ensures safe passage to the craft, while Nurse Garland tells Rom there is to be

a nuclear detonation in the Nevada desert at 5 p.m. – a detonation that will get them home. Quark thanks the humans, leaving them behind to speculate about the future; when General Denning sees the ship leaving, he gets to work concocting a cover-up. Quark's ship flies into the heart of the

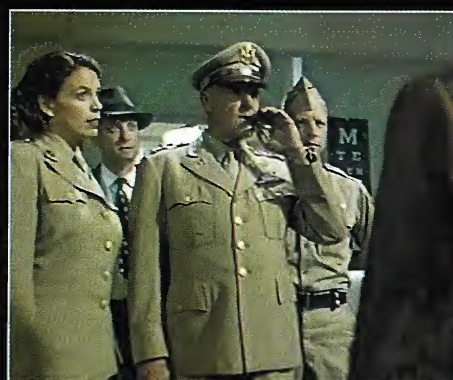
nuclear explosion, then passes back into the 24th century. Nog will make it to Starfleet Academy after all.

Soon, Quark, Rom and Odo are safely back on *Deep Space Nine*, but the Constable wastes no time in arresting Quark for kemacite smuggling.

ON SCREEN...



7 Quark taps his head in an attempt to get his translator to work. The humans misinterpret this as an attempt to communicate, and try to mimic his actions. Quark takes this as an indication that the humans are stupid.



8 When communications are finally established, Quark claims to be a Ferengi trade minister who has been sent to Earth to open negotiations. The humans are not sure whether to believe him, and go to ask for presidential clearance.



9 The trio learn they were not the only passengers on their crashed shuttle. Odo stowed aboard to keep an eye on Quark, and has been disguised as a dog. Once they are alone, he reveals himself to a startled Quark.



10 The Ferengi are kidnapped by the military police, who intend to discover the real reason for the aliens' visit. Nog is determined to disrupt his uncle's profit-making plans, and claims they are an invasion force.



11 With help from Jeff and Nurse Garland, the Ferengi and Odo are able to escape and make their way back to the shuttle. A nuclear explosion scheduled to take place in the Nevada desert will enable them to return to their own time.



12 Back in the 24th century, Nog makes it to Starfleet Academy, present-day Earth, in plenty of time. Once safely back on *DEEP SPACE NINE*, Odo does not hesitate to arrest Quark for his illegal dealing in kemacite.

STARSHIP FACTS

Worf tells Chief O'Brien he is not sure it is wise to have Ferengi at Starfleet Academy. O'Brien reminds him that Commander Sisko himself sponsored Nog's application.

Quark admonishes the 20th-century humans for smoking 'poison': tobacco.



FILE 73 STAR TREK II: THE WRATH OF KHAN

STAR TREK II: THE WRATH OF KHAN

Part 3 The cadets on the *U.S.S. Enterprise* suddenly find that their training flight has turned into a real mission; **Spock** is sure his pupils are up to the job. But they have a tough task ahead, against one of the most dangerous enemies **James T. Kirk** has ever faced.

'STAR TREK II:
THE WRATH OF KHAN'

"I mean to avenge myself upon you, Admiral. I've deprived your ship of power, and when I swing around, I mean to deprive you of your life! But I wanted you to know first who it was who had beaten you!"

— Khan to Kirk

On the bridge, **Kirk** apologizes to the youthful crew, explaining to them that their little training cruise has become an active-duty mission. They are changing course for **Regula I**, at warp speed. No one on the *U.S.S. Enterprise NCC-1701* knows, of course, that **Khan Noonien Singh** intends to intercept them before they reach their new destination.

Meanwhile, **Kirk**, **Spock** and **Dr. McCoy** convene in the captain's quarters to review a recording of **Dr. Marcus's** original briefing on the **Genesis Project**. Genesis reorganizes biological matter at the molecular level in order to, essentially, create life out of lifelessness. If successfully implemented, Dr. Marcus believes, Genesis could reform barren planets and moons, and provide food for the entire cosmos.

Despite this altruistic vision, McCoy is alarmed at the idea of humanity altering creation itself. Spock attempts to ignore the moral implications and McCoy's passions, and takes a logical view of the concept; this incites McCoy's ire even more. Despite the gravity of the situation, Kirk manages a smile at seeing his old friends bickering with each other once again.

But Kirk's smile does not last long. **Saavik** reports that their sensors have picked up a starship heading for them. To their surprise, it's a **Federation** ship: the *U.S.S. Reliant NCC-1864*.

As the *Reliant* comes into the *Enterprise's* visual range, it seems to slow down. **Lt. Uhura** tries to contact the ship on the emergency channels, but gets only static in response. The *Reliant* appears to be drifting helplessly. As the *Enterprise* continues to approach, Saavik presumptuously reminds Admiral Kirk of **General Order 12**, which calls for shields to be raised in any such situation, but Spock cuts her off.

On the *Reliant*, **Khan** relishes the blind trust of his old adversary, a quality that will permit him to enjoy his revenge. He orders **Joachim** to raise their shields and target their **phasers**. The *Enterprise* immediately detects the *Reliant's* actions, and hurriedly tries to raise its own shields, but it is too late; the ship is rocked by a phaser blast that rakes its side. Multiple explosions hurl crew members around the ship as flames ignite in the engine room and on the bridge. With

ON SCREEN...



1 Kirk addresses the bridge crew and tells them there has been a change of plans. He will now be taking charge of the *U.S.S. ENTERPRISE*, and their mission is to investigate the situation at **REGULA I**.



2 Kirk invites Spock and McCoy to his quarters to review the source of the problem they may be facing. Security on the project is tight, but Kirk has the necessary lockouts to enable the program.



3 Dr. Marcus's recorded briefing on Project Genesis gives full information on what this incredible device can achieve.



4 Dr. McCoy is shocked and appalled at the idea of Genesis, but Spock can see the logic of such a proposition.



5 The *ENTERPRISE* crew are surprised to be approached by another Starfleet vessel: the *U.S.S. RELIANT*. Oddly, the ship does not respond to hails.



6 The *RELIANT* has been captured. It is now under the command of **Khan Noonien Singh** and his band of genetically engineered superhumans.





STAR TREK II: THE WRATH OF KHAN Part 3

the ship's power draining, **Sulu** is unable to get the shields up, and the *Enterprise* cannot return fire; clearly, the protagonists know exactly where to attack. But Kirk has no idea who they are, nor why have they fired on the *Enterprise*.

Face to face again

Suddenly, the phaser fire stops. The *Reliant* signals the *Enterprise*, requesting their surrender. Kirk sinks into his chair, his mind working feverishly. He looks up as the static-filled viewscreen clears to reveal the triumphant face of Khan Noonien Singh. Kirk rises, the awful memories flooding back to him. Khan claims to be touched that Kirk still remembers him, but Kirk is in no mood for reminiscing. He demands to know why they have been attacked.

To Khan, the answer is simple: "I mean to avenge myself upon you, admiral ... I mean to deprive you of your life. But I wanted you to know first who it was who had beaten you!"

Kirk beseeches Khan to spare the life of his crew, and to take him prisoner instead. Khan accepts his offer, on the condition that Kirk also surrenders all information regarding Project Genesis. Kirk pleads for time to recall the data from their computers, but Khan grants him a mere 60 seconds.

Turning to Saavik, Kirk quietly orders her to punch up the data on the *Reliant* instead. She complies, confused. As they work, Spock and Kirk explain that they are programming the *Reliant's* command prefix code into the *Enterprise's* console so that they can lower the *Reliant's* shields. Sulu locks phasers on the *Reliant*; they cannot escape, so they have to make their shots count. If this doesn't work, they are done for.

Khan interrupts. Their minute is up, and he wants the Genesis data. "Here it comes," Kirk says. With the press of a button, the *Reliant's* shields begin to drop. Khan is wide-eyed in shock. "Fire!" orders Kirk, and the *Enterprise* lets off the few bursts of phaser fire it can afford. Now it's the *Reliant* that is rocked by explosions. Unwilling to believe he has been outsmarted, Khan orders Joachim to return fire, but they have lost their **photon** control and **warp drive**. But the *Enterprise* is in no better shape. "She's not going anywhere," Joachim assures the hysterical Khan, and Khan reluctantly leaves. But Kirk's old enemy is not beaten yet.

Striding onto the *Enterprise* bridge, Kirk refuses to celebrate his momentary triumph. Angry at himself for getting caught "with my britches down," he encourages Saavik to keep on quoting regulations, then stops, horrified; a bloodied **Scotty** is stepping off

the turbolift, the mangled body of his first mate in his arms.

Sickbay is overflowing with moans and sobs as Dr. McCoy and the rest of the medical staff scramble to treat the large number of wounded. Kirk softly reassures **Peter Preston**, the engineer's mate, but can only watch as the young man dies. Scotty sobs, proud that Preston courageously stayed at his post when others ran.

But there is no time to mourn. The crew have managed to restore auxiliary power, meaning they have impulse engines. Back

on the bridge, Kirk orders the *Enterprise* to turn its back on Khan and the crippled *Reliant*, and head for *Regula I*.

Silence from the space station

Approaching the desolate *Regula* planetoid, a sooty gash along its hull, the *Enterprise* tries to contact Carol Marcus, or anyone, at the orbiting **Regula Space Station**. But, once again, Uhura's persistent attempts are met with nothing but an eerie, ominous silence.

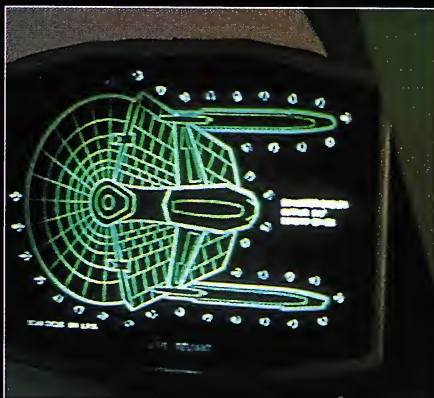
ON SCREEN...



7 The U.S.S. *RELIANT* fires on the U.S.S. *ENTERPRISE*. The burst hits the side hull, causing significant damage. Khan knows what areas to target.



8 Kirk is not so easily beaten. He stalls for time; 60 seconds is all he needs to access the *RELIANT's* computers and bring down her shields.



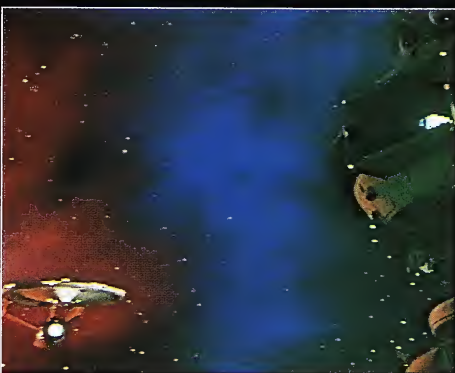
9 Kirk's plan works. The *RELIANT's* shields fail, allowing time to lock phasers on target and destroy the ship's photon control and warp drive.



10 Kirk has saved the *ENTERPRISE* from destruction, but he will not wallow in his moment of glory; he is furious that Khan managed to catch him off guard.



11 No one realizes quite how bad the damage to the *ENTERPRISE* is until Scotty appears on the bridge carrying a dying crewman.



12 With its auxiliary power restored, the *ENTERPRISE* makes its way to the space station to establish contact with the scientists.

STARSHIP FACTS

In order to access the information on Project Genesis, Admiral Kirk has to submit to a retinal scan. Only when the scan has confirmed his identity is the information presented.



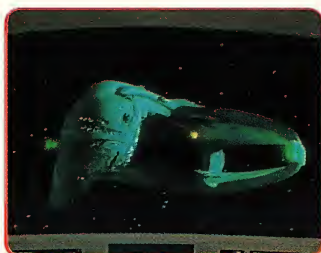
D continued

Devor

Member of a gang of political outlaws who tried to steal **trillithium resin** residue from the **U.S.S. Enterprise's** warp drive for use as an explosive. Devor was thwarted by **Captain Picard**. (*Starship Log: 'Starship Mine' [TNG]*) **SEE FILES 7, 69**

Devoras

Romulan warship, under the command of **Admiral Mendak**. In 2367, the *Devoras* was used as the means of escape for **Federation Ambassador T'Pol** – a covert agent of the **Romulan Empire**. (*Starship Log: 'Data's Day' [TNG]*) **SEE FILES 35, 69**



▲ The **ROMULAN WARBIRO DEVORAS** was used to rendezvous with **Selok**, a spy masquerading as **Vulcan Ambassador T'Pol**.

▲ As director of security for **Rutia IV**, **Alexana Devos** was hardened by the atrocities she saw committed by **Ansata** terrorists. She had little sympathy for their cause.

Devos, Alexana

Rutian director of security in 2366. She aided **U.S.S. Enterprise NCC-1701-D** operatives in a mission that rescued **Captain Picard** and **Dr. Crusher** after they had been abducted by violent **Ansata** separatists. (*Starship Log: 'The High Ground' [TNG]*) **SEE FILES 18, 69**



Devron system

A complex of orbital planets in the **Romulan Neutral Zone**. The **Q Continuum** devised a temporal anomaly in this region that threatened to destroy all life on Earth. (*Starship Log: 'All Good Things ...' [TNG]*) **SEE FILES 17, 69**

Dewan

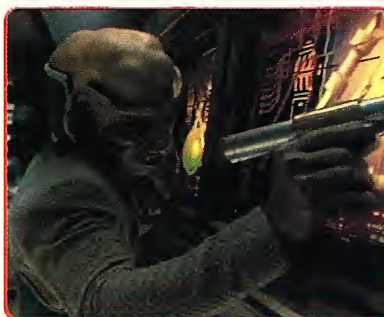
One of several ancient languages that appear to have evolved from **Iconian**, providing evidence of the extensive interstellar influence of the once-flourishing **Iconian** civilization. (*Starship Log: 'Contagion' [TNG]*) **SEE FILES 6, 69**

dexalin

Medicine used to halt further impairment or tissue damage in patients who have been deprived of oxygen. (*Starship Log: 'The Outcast' [TNG]*) **SEE FILE 69**

diagnostic

Automated, multi-level computer-based program used to evaluate the status of starship systems



▲ Rather than tend bar for his brother **Quark** for the rest of his life, **Rom** became a **Diagnostic and Repair Technician**. He reports to **Chief Miles O'Brien** aboard **DEEP SPACE NINE**.

and equipment, to identify any damage or malfunction and to recommend appropriate solutions or repairs. **SEE FILES 59, 69, 70, 71**

Diagnostic and Repair Technician

A job title on **Deep Space Nine**. D&R Technicians perform maintenance on **holosuites**, **replicators** and other equipment. **Rom** left his waiter's job at **Quark's bar** to become one in 2372. (*Starship Log: 'The Bar Association' [DS9]*) **SEE FILES 51, 70**

diagnostic subroutines

Predetermined computer instructions that execute a specific systems check within a standard operation, prior to returning to the primary task being performed. (*Starship Log: 'Rejoined' [DS9]*) **SEE FILES 59, 69, 70**

diamide

A metal used in the fashioning of certain styles of **Bajoran** jewelry. Often combined with **beritium**. (*Starship Log: 'The Search', Part I [DS9]*) **SEE FILES 10, 70**

Diamond Slot formation

An impressive and hazardous aerial acrobatic move performed by spacecraft pilots to demonstrate their flying skills. It involves four ships in a close-order diamond with a fifth maneuvering between them. (*Starship Log: 'The First Duty' [TNG]*) **SEE FILES 19, 69**

diamonds, Koladan

Gemstones. In 2371, **Tom Paris** and **Harry Kim** met when Paris facetiously referred to some zircon-like baubles **Quark** was passing off as **Lobi** crystals as "bright as Koladan diamonds." (*Starship Log: 'Caretaker' [VOY]*) **SEE FILE 70**

diboridium core

The central component in the small independent power unit found in the aphasia device planted by **Bajoran** freedom fighters in **Deep Space Nine's** food replicators. (*Starship Log: 'Babel' [TNG]*) **SEE FILE 70**

diburnium-osmium alloy

Metal amalgam developed by the ancient **Kalandans** for use in manufacturing synthetic planets, such as the one encountered by **U.S.S. Enterprise** crew members in 2269. (*Starship Log: 'That Which Survives' [TOS]*) **SEE FILES 18, 69**

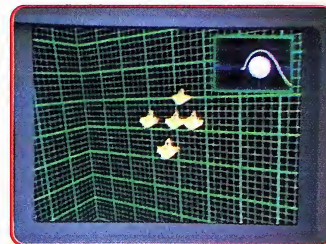
Dichromic Nebula

A diffuse mass of interstellar dust and/or gas. The Nebula produces severe

Devor
Devoras
Devos, Alexana
Devron system
Dewan
dexalin
diagnostic
Diagnostic and Repair Technician
diagnostic subroutines
diamide
Diamond Slot formation
diamonds, Koladan
diboridium core
diburnium-osmium alloy
Dichromic Nebula
Dickerson, Lieutenant
dicosilium
Dieghan, Liam
diencephalon
Dierdre, SS
DiFalco, Chief
differential magnetometer
dikironium
dikironium cloud creature
dilithium
dilithium chamber hatch
dilithium crystal articulation frame
dilithium crystal chamber
dilithium matrix
dilithium scrubber, old
dilithium vector calibration
dill weed



▲ The **Devron system** became a focal point in the eruption of **antimatter**. **Q** made **Picard** solve the riddle of how it started.



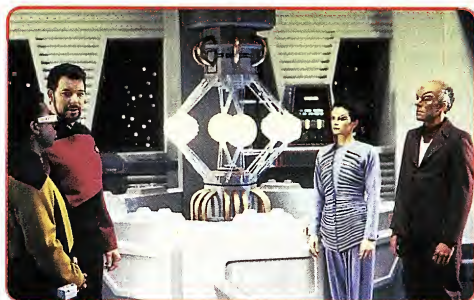
▲ A computer rendition shows the **Diamond Slot formation**, a dangerous but highly skillful display of flying skills used by the cadets of **Nova Squadron** at **Starfleet Academy**.



gravimetric distortion which can seriously effect any vessel passing through it. (*Starship Log: 'Bloodlines'* [TNG]) **SEE FILES 5, 69**

Dickerson, Lieutenant

Starfleet officer assigned to security staff aboard the **U.S.S. Enterprise NCC-1701**. On occasion, Dickerson also sounded the bosun's pipe for visiting dignitaries. (*Starship Log: 'The Savage Curtain'* [TOS]) **SEE FILES 20, 68**



The dicosilium delivered by the U.S.S. ENTERPRISE is for the reflective coil components in Dr. Nel Apgar's Krieger-wave converter.

dicosilium

Material delivered to **Dr. Nel Apgar** on planet **Tanuga IV** by the **U.S.S. Enterprise NCC-1701-D** in 2366. **Apgar** needed dicosilium for the **Krieger-wave** converter device he was building. (*Starship Log: 'A Matter of Perspective'* [TNG]) **SEE FILE 69**

Dieghan, Liam

22nd century Earth philosopher and proponent of **post-Emersonian Neo-Transcendentalism**, which claimed that an intuitive life lived in accord with nature would lead to a greater spiritual existence. (*Starship Log: 'Up The Long Ladder'* [TNG]) **SEE FILES 18, 69**

diencephalon

Posterior of the humanoid forebrain connecting the mesencephalon with the cerebral hemispheres, and containing the thalamus and hypothalamus. Evidence of **Jev's** 'memory rape' was found in the diencephalons of his victims. (*Starship Log: 'Violations'* [TNG]) **SEE FILE 69**

Dierdre, S.S.

A bogus distress call from this freighter in 2267 was part of a **Klingon** ruse to prevent the **U.S.S. Enterprise** from representing the **Federation** at a negotiation for **Capellan** mining rights. (*Starship Log: 'Friday's Child'* [TOS]) **SEE FILE 68**

DiFalco, Chief

Navigational officer assigned to the **U.S.S. Enterprise** circa 2271, during the starship's encounter with the **V'Ger** machine life form. (*Starship Log: Star Trek: The Motion Picture*) **SEE FILES 21, 72**

differential magnetometer

Instrument used to measure any variance in the intensity and direction of a magnetic field. Can also be used to locate downed starships, such as the **Yangtze Kiang** in 2369. (*Starship Log: 'Battle Lines'* [DS9]) **SEE FILES 27, 70**

dikironium

Vaporous substance. The primary constituent in the deadly cloud creature that attacked the **Federation** ship **Farragut** in 2257, and the **U.S.S. Enterprise** in 2268. (*Starship Log: 'Obsession'* [TOS]) **SEE FILES 5, 68**

One of the components of this highly dangerous cloud creature is dikironium. The cloud is characterized by a sickly-sweet odor, one that is vividly recalled by Captain Kirk in 2268 after first encountering the entity in 2257.



dikironium cloud creature

Vaporous life form capable of temporal flux and molecular mutability, that consumed humanoid red corpuscles. It killed most of the **U.S.S. Farragut's** crew in 2257. It was destroyed by **Captain Kirk** years later. (*Starship Log: 'Obsession'* [TOS]) **SEE FILES 5, 68**

dilithium

Rare and incalculably valuable in its organic form, this crystalline material is the primary element in the **matter/antimatter** reactors necessary for warp speed travel. The recrystallization procedure for fabricating dilithium was invented by **Spock**. (*Starship Log: 'Elaan of Troyius'* [TOS]; 'Relics' [TNG]; 'Indiscretion' [DS9]; 'Threshold' [VOY]; *Star Trek IV: The Voyage Home*) **SEE FILES 19, 20, 21, 22, 26, 28, 29, 68, 69, 70, 71, 75**

dilithium chamber hatch

Vital portal on the **warp engine** reactor chamber, and the primary means for accessing the articulation frame that holds the **dilithium crystal**. Failure of the hatch can cause a core breach. (*Starship Log: 'The Drumhead'* [TNG]) **SEE FILES 19, 20, 21, 22, 26, 28, 29, 69**

dilithium crystal articulation frame

Considered the heart of the entire **warp core** system, the DCAF holds the crucial **dilithium crystal** within the **matter/antimatter** flow, thereby allowing the reaction process to be controlled as a power source. (*Starship Log: 'The Drumhead'* [TNG]) **SEE FILES 19, 20, 21, 22, 26, 28, 29, 69**

dilithium crystal chamber

Sub-chamber, containing the **dilithium crystal articulation frame**, within the larger **matter/antimatter** reaction chamber. The DCC assembly controls the physical reaction and conducts the flow of power to the **warp nacelles**. (*Starship Log: 'Booby Trap'* [TNG]) **SEE FILES 19, 20, 21, 22, 26, 28, 29, 69**

dilithium matrix

The systemic structure that secures and regulates the **dilithium crystals** used within the **warp core reactor**. (*Starship Log: 'Twisted'* [VOY]) **SEE FILES 19, 20, 21, 22, 26, 28, 29, 71**

dilithium scrubber, old

A friendly nickname. **Neelix** greeted his fellow **Talaxian Laxeth** with this sobriquet in 2372. (*Starship Log: 'Investigations'* [VOY]) **SEE FILE 71**

dilithium vector calibration

A maintenance procedure for warp propulsion systems, performed at regularly scheduled intervals on all **Federation** starships. (*Starship Log: 'Brothers'* [TNG]) **SEE FILES 19, 20, 21, 22, 26, 28, 29, 69**



dill weed

A herb **James Kirk** wanted for flavoring in the **Ktarian** eggs he cooked for **Antonia** while inside the alternate time of the **Nexus**. **Jean-Luc Picard** found it behind the oregano. (*Starship Log: Star Trek: Generations*) **SEE FILE 78**

Captain Picard found Captain Kirk in the Nexus cooking eggs for his lover Antonia. Kirk claimed that one of the key ingredients for flavoring Ktarian eggs is dill weed.